Sept., 1992
Vol. 8, No.9

Mid-Florida Atari Computer Club Bulletin

25 Cents
One of a few great bargains!

This is the monthly bulletin of the Mid-Florida Atari Computer Club. In it are articles written or submitted by members who feel they are of interest to all users of Atari computers.

You may wish to join a computer club to share the beneficial aspects of having others around you who have similar machines, like interests, and a desire to share what they know with others. A users group can help you ubnderstand things about your computer that they have already discovered.

Our membership, at $12.00 per year, entitles you to the newsletter, access to the disk libraries, and club meetings where all the fun and education happen on a monthly basis.

We meet in the United Telephone building in Altamonte Springs, on Hwy. 436, West of I-4, at 6:00PM on the second Sunday of each month. Feel free to join us there next month to learn more about the wonderful world of computers, and Atari computers in particular.

For Newsletter Exchange

M.F.A.C.C.
C/O Bob Smith
3729 Yosemite Dr.
Orlando, FL 32818

M.F.A.C.C. Affiliated BBS Listing:

The Club ☛ 290-0404
Moonbase Alpha ☛ 578-2811
Top Gun ☛ 381-5403
Starbase 1 ☛ 380-3946
Inner Core ☛ 294-5183

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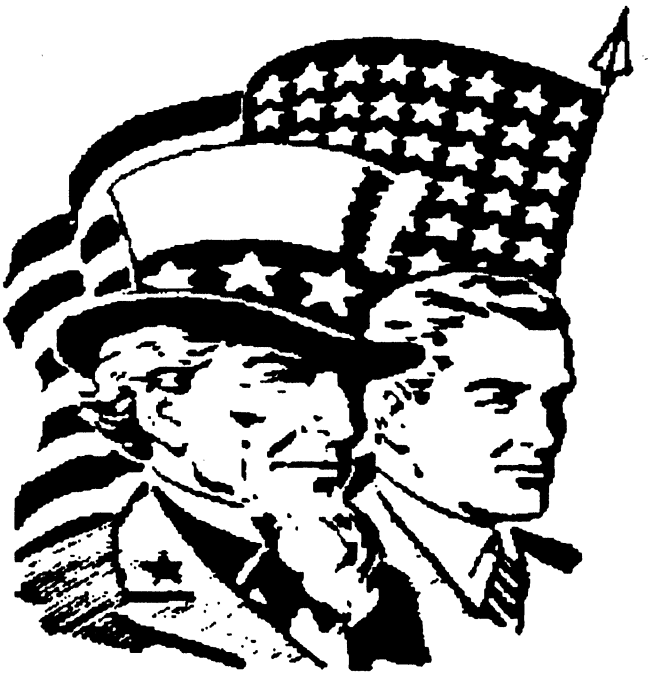
Don t forget about the contest,

Name this Newsletter!

From The President



Summer nears its close, and school has started, and it is time to rebuild our group to its former size. (assuming there are some former members, and some people out there who still use this machine.) I would like to start by getting a brief survey filled out by each member, and send them by mail to those who have been members, but have not renewed this year. Perhaps some honest soul searching of the user base will lead us to the truth of the matter. Where are all our ex-members? I want to know, how about you?

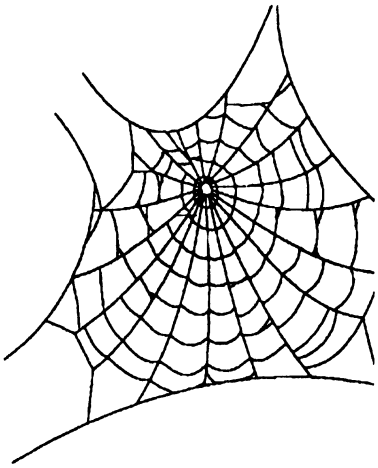
I am also frankly disappointed about my two month search to identify several 8-bit members who would work toward keeping that platform open to new users. The only team player I have found is Len Spencer, who it appears, will manage not a living, growing, useful library of programs for education, programming and fun, but will be the archivist of dead interest software. Since the 16-bit users have jumped in to fill their team so well, I wonder what became of all those die hard "I'll never switch" members who swore by their ol' 800's. Having asked for two consecutive months for someone to just talk to the 8-bit membership and come up with a recommendation for a demo or instruction program based on 8-bit programs, I wonder if the species has just dropped off the endangered list because they are almost all extinct. C'mon now, I still use mine at the office, who else still tells war stories about his/her use of the 8-bit?

New programs are still being written/converted to the ST/STe and TT platforms, so we do not yet have to feel we are being neglected by the software people. Of course, if none of us buy those programs, we could not bitch if we were cut out. With the only program literature coming to us through our supplier(s) from London, we do need to wonder when things will turn around for the Atari USA users.

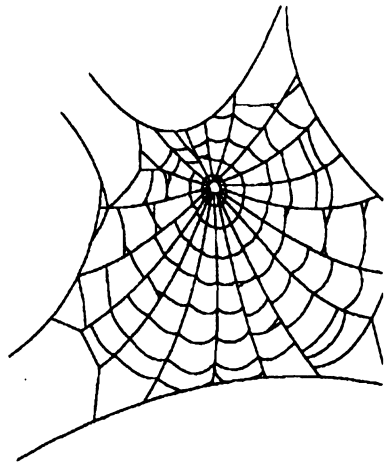
Bill Baker

Minutes Of The M.F.A.C.C. General Meeting

September 1992



Nope, no minutes this month either...



Some phone numbers you will need to communicate with our club:

President:
Bob Smith ☛ 299-5374

Vice-President:
George Manolas ☛ 855-7080

Treasurer:
Gail Kindstrom ☛ 293-3063

Secretary:
John Baker ☛ 380-7380

Librarians:
8-Bit:
Bob Smith ☛ 299-5374
ST:
Marvin Noack ☛ 299-0327

Publicity:
Jim Porter ☛ 695-1467

This newsletter is produced on an Atari Mega STE-4, using Pagestream 2.2 and printed on a Hewlett Packard Deskjet 500

Treasurer's Report
August, 1992

Opening Balance	$175.82
Credits:	
Deposits:	
ST Library sales	
Membership Dues	12.00
ST Library sales	3.00

Debits:	
Bank fee	5.00
Genie	44.37

CLOSING BALANCE Sept. 1:
$126.45

The following people are having another one of those dreaded birthdays this month. Let's be kind to them:

Jim Gordley
Gabe Saliba
Pat Strang
Mike Wolf

Welcome Newcomers:

David J. Murdaugh

John Baker, 277-3438 has a Spectre 128 cartridge and documentation for sale and knows where to get chips. Any reasonable offer accepted, call him.

Complete Atari System: 1040STf with internal DS Drive, External SD Drive, SC1224 Color Monitor, SX212 Modem, Gemini 10X Printer, Language Disk, Computer Desk - $650 Negotiable (904) 734-1545 Ron Bell (Agent)

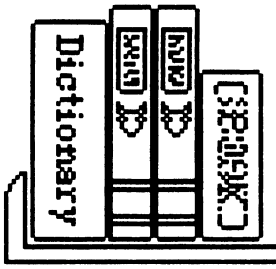
Publishing Partner	Degas Elite	Printmaster Plus
V.I.P. Professional	Flash	Ansi Term
Zaphodine/vtx-4014	Dr. T's Copyist	Write 90
ST Talk Professional	Shadow	Easel ST
P.I.E. (Icon editor)	G-Plus	Neodesk
Interlink	Drafix CAD *$150.00	CAD 3D
Degas	Publishing Part. Prof.	
Easy Draw w/Supercharger		

All Original disks w/Docs

Disks: STart Magazine * $100.00
Includes: Jan. '91, April '90, Fall '86
Summer '86, Spring '87, Fall '87
Winter '87 & Issue #2, Feb. '88
Spring '88, May '88, June '88
Aug. '88, Sept. '88, Nov. '88
Feb. thru Dec. '89, Jan. '90
Compute June '87

Total $275.00

Mike Philyaw
(904) 738-8789
Machine - All the time
9:00PM - 11:00PM in person



For Your Information

OS/2 2.0 SURPASSES ONE MILLION

IBM announced that its new software product, OS/2 Version 2.0, has vaulted past the one million shipment mark. Historically popular with corporate users, early indications are that OS/2 is also gaining widespread acceptance in the end-user community as a result of its power, reliability and ease-of-use.

To commemorate their on-going support and commitment to OS/2, Caterpillar was presented with the one millionth copy at the Windows & OS/2 Show at Boston's World Trade Center, August 18-21. Between Aug. 1 and Oct. 31, 1992, users who call the 1-800-3-IBM-OS2 phone number can purchase OS/2 for the following prices:
Windows upgrade $79
DOS upgrade $99
and first time buyers $149.

OS/2 is an advanced 32-bit operating system that supports DOS, Windows and OS/2 applications in a single package.

ADOBE SHIPS 22 NEW TYPEFACE PACKAGES

Adobe announced the availability of 22 new typeface software packages from the Adobe Type Library, including new packages from leading type foundries such as Linotype, Monotype and Berthold. All packages can be purchased from Adobe Authorized Dealers or through Font & Function, Adobe's type catalog. Customers interested in the Adobe Type Library should contact Adobe at 800-83-FONTS.

NEW EPSON ACTIONPRINTER

Epson has announced the ActionPrinter 2250, a 9-pin version of its ActionPrinter 3250. A unique feature is a covered printhead that keeps noise in while keeping dust, food or sticky fingers out. Operating at a quiet 50 decibels minimizes disruption to meetings and phone calls.

At a suggested retail price of $199, it provides the sharpest possible near-letter-quality output at draft speeds of up to 240 characters per second. Users have a choice between Roman and Sans Serif fonts with graphics resolution of 240 x 144 dots per inch. Epson's industry-standard control language for 9-pin printing, ESC/P, ensures widespread compatibility with popular software. Information about the product, including reseller locations, can be obtained by calling 1-800-922-8911.

NEW HP PLOTTER

Hewlett-Packard has announced the HP DesignJet 600 plotter, a high-resolution monochrome inkjet plotter for fast output. The new plotter, which uses commonly available media offers better print quality, broader connectivity and greater functionality at a lower price than its predecessor. The HP DesignJet 600 plotter, which replaces the HP DesignJet plotter, is available in two models -- E size (36-in. wide) for $9,995 and D size (24-in. wide) for $8,495 (U.S. list).

ATARI SHOWS LOSS, CASH POSITION IMPROVES

Atari Corporation announced quarterly financial reports last week showing a net loss of 39.7 million dollars. However, the $39.7 million loss includes a $34 million write-off against old inventory that has been carried on the balance sheet as an asset until now. That includes 2600, 7800, and 8-bit computer products that were liquidated overseas and in South America, causing an increase in on-hand cash even while reflecting a long-term loss on paper. The funds released by the sale and write-off of the old inventory will support current efforts to produce and promote the new Atari computers. According to Atari employees, there is at least $60 million available in cash at this time to launch the new line. For more comments on this story, read GEnie Flow Control in this edition of Atari Explorer Online.

MIGRAPH INTRODUCES NEW PAGE SCANNER, NEW TOUCH-UP

The leaders in imaging products for the Atari computers, Migraph, is introducing a new very affordable full-page scanner, as well as an upgraded Touch-Up software package. The new PS-400 WAND is essentially an 8.5" wide hand scanner, enabling collecting a full standard page as a single scan. The new scanner has twice the grayscale power of the Migraph hand scanner, recognizing up to 64 grayscales, and with Touch-Up software conversion, 256 grayscales can be reproduced. It offers four dither settings plus line-art and 100 to 400 DPI resolutions (selectable in 10 DPI increments via the new Touch-Up. The PS-400 WAND will retail directly from Migraph only for $449, half the price of most full page scanners.

It will come with all hardware, interface, and power supply, as well as the new Touch-Up Version 1.8. Optionally, owners of the Migraph or Golden Image hand scanners can get the WAND and software upgrade without the interface for only $299. A powered sheet-feeder option for the WAND that can automatically handle 10 pages at a time is also available for $199 extra. It enables effortless and flawless straight and repeatable scans, ideal for use with Migraph's Optical Character Recognition software. Touch-Up Version 1.8 (up from 1.65) has much faster loading of files, improved (up to 256 shades) grayscale conversion, and STe Cache compatibility, as well as special features for WAND owners.

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Version 1.8 is available direct from Migraph as an upgrade for 1.6 and up owners for $20. Older versions can be upgrades for slightly more; contact Migraph. PC products from Migraph, including a $99 converter card with PC Touch-Up, will allow your ST scanner to do double-platform duty.
Migraph, Inc.
32700 Pacific Highway S. #12,
Federal Way, WA
98003, (800) 223-3729.

FREE INTERNATIONAL CLASSIFIED ADVERTISING!

From AtariUser Magazine: Take advantage of AtariUser! We're offering FREE classified advertising to individuals and clubs in every issue of AtariUser, the largest circulation monthly Atari magazine in the Western Hemisphere! Yes, you can have a 25 word personal buy/sell/trade classified ad in AtariUser just by putting it in writing and sending it to us. Your Atari club can do the same, or promote an upcoming event, for FREE. Have a small business or software company? A commercial classified ad is only $30 for 25 words ($1 per additional word), easily the cheapest way to reach 20,000 Atari users worldwide! Just put your ad in writing and send it to
AtariUser/Quill Publishing
113 West College Street
Covina, CA 91723.

And while you're sending your ad, consider the best subscription deal going: only $15 a year, or $25 a year for first class delivery of AtariUser Magazine, the Atari magazine that has the fastest news, 12 months a year. Credit card orders are OK with full numbers and signature. Outside the USA, subscriptions are $30 in U.S. funds. AtariUser will be present and supporting the Glendale Atari Faire with free copies for all attending of the new September issue, featuring Andy Eddy's Second Annual Review of the Atari Press.

A NEW ATARI CATALOG

A new Atari software catalog will be introduced this winter. It will have a wide variety of new-released programs to choose from. The first issue will be distributed FREE to any Atari user. If you wish to receive this FREE issue, just leave your name and full address in my mail box, V.VALENTI on GEnie. There is still space available in this catalog for programs in the areas of Entertainment, Education, Business, and Utilities/Programming tools. If you have developed a program, and would like it to be included in this catalog. Leave your name, address, and phone number along with a brief description of your program; and we will contact you and send you a submission pack.

COMNET SHOW SLATED FOR FEBRUARY

World Expo Corporation has announced that ComNet, the industry's largest communications conference and exposition, will celebrate its 15th anniversary show February 1-4, 1993 at the Washington Convention Center, Ramada Renaissance/Techworld, and The Grand Hyatt Hotel in Washington D.C. The 1993 show focuses on the theme "Enterprise Networks in Transition: New Applications and Corporate Profitability" where attendees can look to conference sessions, hands-on workshops, tutorials and the Executive Symposium to explore the changes in the use of computers and networks in the age of information technology.

ComNet '93 is expected to attract over 32,000 users and vendors of public networking, network computing, multi-vendor connectivity and LAN, WAN, and internetworking products and services. For information on attending ComNet'93, call Matt Mandino at World Expo Corporation at (800) 225-4698 or (508) 879-6700. For exhibit information, please call Hajar Associates Inc. at 617-769-8950.

NEW VDT FILTER

Ergotech of Corona has developed and is now shipping PC SoftLens, an optical filter. Easily fitted on all VDTs or computer monitors, the patented filter is designed to sharpen and clarify display characters, making the text easier for the eyes to focus on and read. PC SoftLens is designed to enhance the computer image. Characters on the computer screen consist of a series of little dots called "pixels." Each pixel is surrounded by a halo of light that makes the character appear fuzzy or unfocused. The filter eliminates the "glow" around the characters, allowing the eyes to focus comfortably. The filters are available in four colors to maximize the contrast between text and background: a magenta filter for a monochrome green display, a blue filter for an amber display, a light gray filter for color, and a gray filter for black and white screens. The optical filters fit any VDT up to 14-inch diagonal (two-page and larger sizes are available). Suggested retail price is $34.95. The optical filters are unbreakable, easy-to-clean and resist scratching.
Ergotech
330 S. Maple St., Suite F
Corona, Calif., 91720
800-729-1345 or 714-279-1345.

MAXTOR SERVICE PLAN ANNOUNCED

Maxtor has announced its new No Quibble Service plan. No Quibble Service embraces Maxtor's "easy-to-do-business-with" corporate philosophy and offers service and exchange procedures that dramatically speed through-put and minimize paperwork on repairs and returns.

No Quibble Service gives Maxtor customers two options when returning drives for repair or exchange: "Advance Replacement" and "NO RMA." For fastest possible turnarounds, the company ships "Advance Replacement" drives to end user, OEM and distribution customers within 48 hours after phone notification that a drive has failed.

No Quibble Service is available now for all North American customers. Service to European customers will become available later this year, with service to Far East customers available by the first quarter of calendar 1993. For additional

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customer information, call 800-2-MAXTOR.

HAYES AND ZENITH SETTLE SUIT

Hayes and Zenith announced an amicable out-of-court settlement of the patent infringement litigation between the two-companies involving the Hayes '302 Escape Sequence Patent. They also announced that Zenith intends to procure, for future sales, only modem products which use the patented Hayes escape sequence technology. Additionally, Zenith will display the Hayes '302 Escape Sequence Patent icon certification mark on all its Hayes-licensed modem products, signifying that they employ the Hayes patented Escape Sequence With Guard Time mechanism.

MICROSOFT DENIES UNDOCUMENTATION

InfoWorld published an article on Microsoft's use of "undocumented" APIs (Applications Programming Interfaces) in its applications for the Microsoft Windows operating system, raising the issue of whether or not this constituted an unfair advantage over its competitors. There are undocumented APIs in every major operating system in the world, and applications developers routinely make use of them. Most major applications for Windows, including those being shipped today by Microsoft's principal competitors, make use of undocumented APIs in Windows. Documented APIs are those the operating system publisher expects to support over the long term; developers use these APIs to assure maximum compatibility with future releases of the operating system.

Undocumented APIs are ones the system publisher does not expect to support, because they involve trivial or obsolete functions; or they duplicate documented functions; or they are reserved for internal use by the operating system and are subject to change. Because of the complexity of the issue, Microsoft has prepared a lengthy Question and Answer that is available to the press. The company is also preparing a detailed Technical Note that will describe all uses of all undocumented calls in its applications. This will be available to the press and developers by next week.

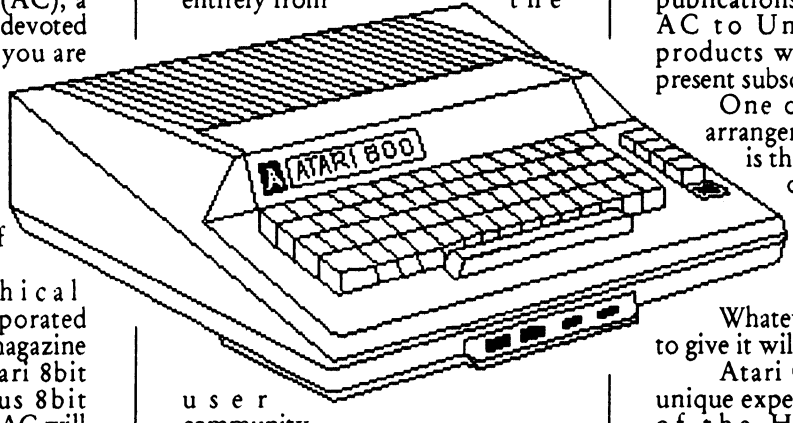
ATARI CLASSICS

Press Release

A New Magazine for the 8-Bit Enthusiast!!!

Greetings Fellow Atari 8-Bit Users! My name is Ben Poehland, and I'm pleased to announce that I shall be serving as Managing Editor of Atari Classics (AC), a new magazine exclusively devoted to the Atari 8bit user. If you are among the thousands who have bemoaned the recent loss of nationally distributed magazines that once supported your beloved 8-bit, I'm here to add a long -overdue ray of hope to your 8bit future!

The philosophical orientation of AC- incorporated in its Manifest is to be a magazine "of, by , and for the Atari 8bit user". Unlike previous 8bit periodicals, the content of AC will directly reflect the expressed desires of the user community, especially as recorded during the Mail-In Campaign conducted January 15- May 2, 1992. The magazine will be staffed by members of the user community, and its content will be drawn entirely from the user community.



Unicorn Publications, already well-known for its outstanding Atari Interface Magazine (which covers both the ST and 8bit markets), has agreed to provide publishing services for AC. AC and AIM will be essentially independent publications, and the addition of AC to Unicorn's stable of products will not affect AIM's present subscribers.

One of the many unique arrangements concerning AC is that its actual day-to-day operation will be largely in the hands of the user community rather than the publisher. Whatever "flavor" we decide to give it will be entirely our own.

Atari Classics represents a unique experiment in the history of the Home Computer Revolution that began in the mid

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'70s. With Atari Corp.'s announcement of discontinued support for all 8bit products in January 1992, an entire class of machines with a global installed user base numbering in the hundreds of thousands was abandoned along with the community of users who still use them. But for the first time, a rejected user community has marshalled its resources and declared its right to exist independent of Corporate America.

We respond to Atari's challenge in a way that would make our forefathers proud: by rolling up our shirtsleeves and doing the job ourselves!

This will be YOUR magazine. AC will succeed- or fail- on the number of subscription orders it receives. Although seed money to print the Premier Issue has been provided, the magazine will need 500 paid subscriptions to succeed. A limited production run of 800 issues is scheduled for October or November 1992. Most of these will be distributed- FREE OF CHARGE- to the roughly 600 people who sent in commitment cards during the Mail Campaign.

That's right: if you sent in your card, YOU WILL GET TO READ THE FIRST ISSUE FOR FREE BEFORE YOU DECIDE TO BUY. (When was the last time you saw a deal like that??)

Of course, there were some folks who got missed in the Mail Campaign. So we ordered up those few extra copies which will also be distributed for free. First come, first serve, please don't block the stampede!

You can write to:

Atari Classics
179 Sproul Rd./Rt. 352
Frazer, PA 19355 USA
ATTN: B. Poehland, Managing Editor

To have your name added to the list for a free copy of the Premier Issue. (No guarantees, and be sure to include your postal mailing address!) If you sent in your Campaign card it will NOT be necessary to request your free trial issue, as your name is ALREADY among the LUCKY 600!

The basic subscription fee is $25/year in the USA, with higher fees for Canadian and other non-US subscriptions. Full details on subscriptions will appear in the Premier Issue and in future announcements. Beginning in 1993 the magazine will be distributed bimonthly (6 issues/year).

A software disk bearing programs published in AC plus selected offerings from the Public Domain, will be available separately for $9/year in the USA. The disk will be distributed independently but will be timed to appear with every other issue of the magazine (3 disks/year). Full details on disk subscriptions will also appear in the Premier Issue and in future announcements.

The content of Atari Classics will initially lean toward user applications, hardware tutorials and modifications, programming, and software reviews. We plan to agressively recruit paid commercial advertising from scarce 8bit vendors, and to publish periodic lists of current 8bit supply sources.

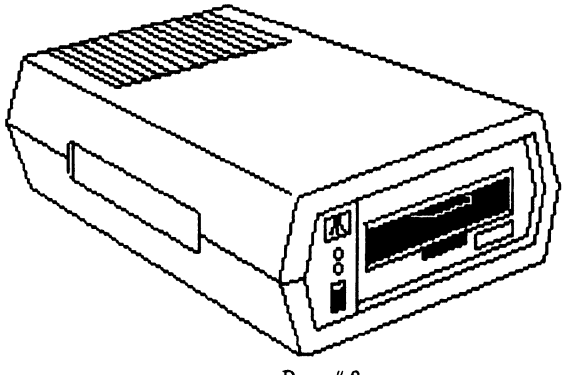
Best of all, PAID subscribers will be able to place FREE ads in AC to buy, sell or trade their personal 8bit treasures! (But of course, yah gotta SUBSCRIBE first!)

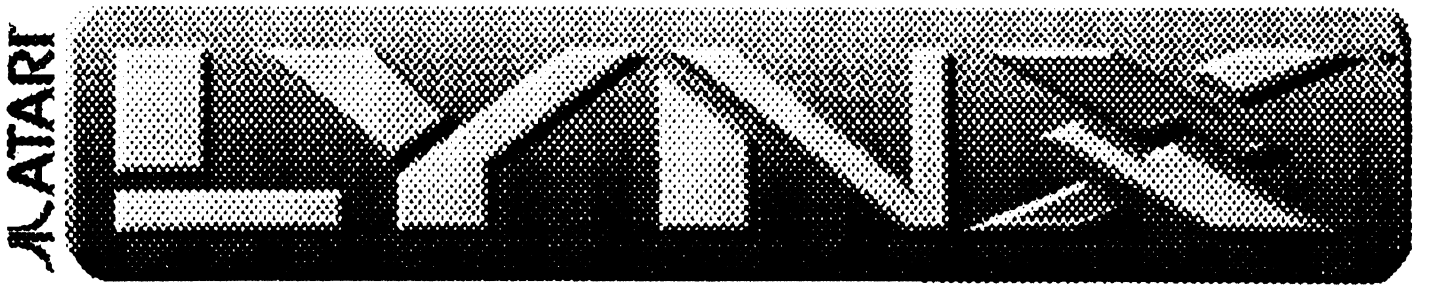
And, we'll have a whole bunch of other stuff, contributed by some of the most talented writers and hackers in the Atari 8-bit world, authors whose names you've seen gracing the pages of ANTIC, ANALOG, Current Notes, and Atari Interface Magazine. (You'll notice not very many details there - we wanna pique your imagination!)

As of this announcement (August 5, 1992) only a few of the Staff positions at AC have been filled. We are starting completely from scratch, but anticipate most of the administrative machinery for operating the magazine will be in place by the end of August and production begun on our Premier Issue. (We'll need a month to get used to working with each other in an environment of near-total chaos!)

And when you see that first issue appear in your mailbox this autumn, IT WILL BE YOUR TURN TO DECIDE THE FUTURE OF YOUR MACHINE!!

Please post/copy/distribute this announcement freely, and stay tuned for future announcements !!!





THE LYNX CORNER LYNX GAME REVIEWS

By Maura Fitzgeral

BILL & TED'S EXCELLENT ADVENTURE

Manufactured by Atari Corporation
Price: $39.99

Whoa, dude! Excellent game. Bill and Ted's most favored bodacious babes, Joanna and Elizabeth, have been kidnapped by the Grim Reaper and secreted in the fiery pits of Hell (all to keep you from completing your musical masterpiece). So it's up to you and your time travelling telephone booth to tour foreign lands and distant eras in search of clues to rescue these most abused and long suffering maids.

Fortunately, the wily women in question have marked the winding way to Hell with musical notes and phone book pages, bearing crucial information.

Your phone booth, caught in the whirling vortex of the winds of time, safely deposits you in the sands of Ancient Egypt. Then, it's on your laid back way, past guards, quicksand, giant scarab beetles and other bogus impediments, collecting musical notes, gold nuggets, color coded keys, and other objects; all of which can help you in your most heroic quest.

Bill & Ted is not a fast paced adventure, but requires perseverence and puzzling. Fortunately, the game is designed so that progress can be cumulative. In fact, you can take a break at any point in the game, just by writing down a password. Later, you can re-enter the password, and the game will pick up exactly where you left off.

Play alone, or via ComLynx. When playing with a partner, Bill and Ted are both in action, and must cooperate. Either way, this is one most non-heinous game, with a funky Egyptian style soundtrack and great visual effects. And that Grim Reaper: Man! What an ugly dude! M.T.F.

FIDELITY ULTIMATE CHESS CHALLENGE

Manufactured by Telegames, P.O. Box 901 Lancaster, TX 75146

Stumped, stymied, struggling yet determined, I battle the overwhelming odds of woman against machine. This isn't just a game, it's the Ultimate Chess Challenge, brought to you by Fidelity Electronics, via Telegames. Fidelity are computer chess pioneers and developers of the only United States Chess Federation Master rated (2,325) program. And as far as I can tell, the Fidelity Chess Engine has lost little or nothing in its translation to the Lynx format.

Battling the machine will certainly improve your game, if not salve your ego. Those who play chess only occasionally will wish to leave the machine at its lowest playing strength for a good long while, until they get the hang of playing against a mechanized opponent. For serious players, Fidelity Chess offers eight levels of time limited analysis, eight levels of depth limited analysis, and an "unlimited" mode (to be honest, we haven't dared try it, though we assume the machine will decide on a move some time before the heat death of the universe).

Faithful to the aesthetics of this age old game as it enters the computer era, Fidelity's chessmen are classically shaped silver and gold. Viewed in orthagonal perspective against a red and white checkered board, this makes for a pleasing and easily deciphered display. For more abstract strategizing, a bird's eye view is also available. Additional play options permit moves to be withdrawn, hints granted, and game statistics to be viewed. The game (or rather, the virtual chessboard) can also be used by two human players, and will automatically rotate 180 degrees after each move, facilitating visualization from two player perspectives. M.T.F.

TOURNAMENT CYBERBALL

Manufactured by Atari Corporation
Price: $39.99

Forget kinder and gentler. This is a leaner, meaner, more dangerous, robotic version of the game we all know and love. You know, the one with helmets and cheerleaders, touchdowns, tackling, and homecoming queens? It's 2072, and it might as well be the Roman Coliseum, because the crowd is hungry for blood. Fortunately, these are robots playing instead of people, because football has taken on a new and nasty twist.

The ball has been replaced by an atomic Cyberball which gets closer to exploding with every play unless your team manages to defuse it!

Choose your coach from among four snarling specimens (One of them, female!). Then select your team: Crush or Thunder, Machine, or Lightning.

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You control the key player, in silver. He's the one that catches the ball and makes his way up the field against all odds.

Comlynx up to four players and your team)mate will pick a second player to control. As you line up for each play, statistics will appear on the screen, informing you of yardage gained, and of how many yards you need to gain in order to defuse the Cyberball.

Whether you're on defense or offense, you call the play. On offense, Run, Option, and Pass strategies are available; on defense, Short, Medium and Long. And you can choose which player to control. Play is intense and exciting. There's not much margin for error when the ball is approaching critical. Scoring is along old-fashioned 20th century lines, but points are rewarded with dollars. And the more money you earn, the better players you can afford. So buy yourself a more powerful cyberbot at the next timeout, or bide your time until you can afford an even stronger and faster one. Hike! M.T.F.

AWESOME GOLF

Manufactured by Atari Corporation
Price: $34.99

Sand traps along the fairway, or ponds on the edge of the green. These are the natural (if manicured) hazards that confront you in this realistic golf simulation. Three enormously challenging international golf courses are at your disposal. So shoe up and practice a few holes by yourself, or Comlynx several players for a tour of 9 or 18 holes.

Start by choosing what country you want to play in, the U.S., U.K. or Japan. Then proceed to the clubhouse to set up your game options. Let the Lynx know what type of player you are -- male or female, blond or brunette -- and what your handicap is. Will you play on a mildly breezy day or a windy day? And with how many players? Finally, you're ready to tee off!

Zoom in and out to study the layout of each hole on a realistic map, then select your club from among the full set offered. Now that you're finally up at bat (so to speak), you'll find that the programmers have come up with a remarkable device to make hitting (or missing) the ball as realistic as possible. In the course of any long stroke, you must hit button A three times, in quick succession: once to start (placing your club by the ball); twice for power (the backswing); and a third time, to indicate direction. Strength and direction are indicated by a moving Power Bar to the right of your screen, and it takes some practice to improve your form! Putting is a little simpler, but still realistic, with on screen indicators helping your aim, and showing you the lie of the green.

Course details are realistically depicted, and water hazards, rough, bunkers, and other obstacles function pretty much like their real world equivalents. Score cards can be accessed at any time during the game -- but you won't really need them. Chipper, your announcer, will let you know exactly how you're doing with commentary ranging from high praise to derisive laughter. And even if you turn his voice off there are fun icons that appear to encourage you along the way, such as Bogies. M.T.F.

QIX

Manufactured by Atari Corporation
Price: $39.95

Imagine a nice harmless Etch-a-Sketch. You're turning the knobs to create enclosed areas, large and small. And every time you complete one, it magically fills up with a colorful pattern and becomes your territory. At the same time, there's a deceptively pretty, spinning helix roaming randomly around the screen; trying to crash into you and fragment you into a gazillion splinters. Oh, and don't forget: you're also being chased by Sparx, that travel along the edges of the playfield and up the lines you're drawing, mercilessly hunting you down. And should you stop for a moment to let danger pass you by, the lines of the box you're drawing ("stix" in Qix parlance) will ignite and become a deadly fuse, very difficult to outrun.

Qix is one of those incredibly fun, incredibly exasperating games that will have you hooked in no time -- a classic blend of action and strategy. Long a favorite of ours on the Atari 8 bit, it's great to see the game released now for the Lynx. The graphics of the original game translate beautifully to the small screen, and have even been enhanced. It's very gratifying to see the playing area fill up with your very own colorfully patterned boxes (even if the plaid patterns do boggle the eyes a bit and make playing more challenging. And the sound effects are as fun as they are telling.

As you progress through increasingly difficult levels, you must "capture" a larger and larger percentage of the playfield. Additional and more excitable Qix's will plague you. And for added challenge (and double points), you can voluntarily slow your own progress across the screen, by pressing the fire button. M.T.F.

S.T.U.N. RUNNER

Manufactured by Atari Corporation
Price: $39.99

It's the ultimate sport of the future, but you're not just playing to retain your title as S.T.U.N. Runner. As you steer through harrowing courses at heart stopping speeds, you must also fend off ruthless challengers and indestructible droids who feel no piddling constraints to play it fair.

Your vehicle is a cross between a DeLorean and a frictionless bobsled, capable of speeds over 900 miles per hour. Fully capable of steering along the sides of a tunnel, it's also outfitted with lasers to shoot down your enemies. Gain time and pick up firepower along the way by driving over stars and shockwaves. Defensively, you're outfitted with six protective shields which are lost be hitting walls, rails, and, of course, your enemies. Bang-ups will also slow you down. But completing a level successfully will

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earn you an extra shield.

Strategy and timing are crucial. You only have a limited time to get through each course to the next level. But you can't simply accelerate. Speed is controlled automatically, dependent on such variables as terrain, how nimbly you're handling your S.T.U.N. craft, and most importantly, on the number of power boost pads you drive over. Boosts can max your speed, win you points, and earn you temporary invincibility. And on the downside, you can't even complete some of the levels fast enough to win, unless you pick up speed from boosters along the way. Additional "challenge" levels provide even more action!

The graphics of this game are very satisfyingly futuristic; and gameplay is enhanced by great sound effects and by such details as a reassuring computer generated female voice, delivering instructions. I love the way the S.T.U.N. craft glides up and around the walls of the tunnels, and the appropriately metallic echo of the laser blasts in the tunnel environment. All in all, a beautifully executed rollercoaster of a game.

(Editor's note: This is one of a series in this column for Lynx Game machine owners and users. This is reprinted from Atari Explorer Online Magazine #9212. If you have a game or games for this unit, please do a review and upload it to the Inner Core BBS. Your reviews are wanted and needed. The editorial staff of this newsletter and M.F.A.C.C. makes no recommendation of the games that have been reviewed.)

GROWING UP WITH ATARI - PART II

By Bob Smith

When I was last with you, I had mentioned that several events occurred almost simultaneously. These two important happenings in my computer life were the acquisition of a 520 ST computer and all of it's related parts and becoming a member of the Mid-Florida Atari Computer Club.

Here I was just starting to feel very comfortable in my 8 Bit world, using my computers in business, learning to program, etc. and along comes a good friend, misguided, but non-the-less a good friend and tells me he is going into the world of another computer and would I like this poor 520ST. Well, being the gracious person that I am and not wanting to hurt his feelings, I said OK. Not long after that, he arrives at my home with several boxes and various cables, power supplies, disks and other things.

I took a look at this and suddenly had a great deal apprehension and fear. Why fear? Well, having just gotten comfortable and on a first name basis with my 8 Bit equipment, what was I going to do with this monster and where was I going to put it.... I didn't verbalize my fears to my friend, not wanting to insult him in anyway, so I just put the boxes in my den in one corner and went on with my happy computer life and promptly forgot about the ST and all of the related boxes, cables, disks, and other parts.

About this time I had joined The Mid-Florida Atari Computer Club and met many experts in the ST field. One of these people by the name of Tipton, who subsequently became a very good friend, came to my home one day and noticed the ST monitor sitting very forlornly on my desk. It was only there for lack of any other place to put it and he asked me about it. I explained the circumstances on how I came have it and all of it's related parts. He looked at me with a gleam in his eye and said "let's fire it up". I replied, "no thanks, I really don't want to unpack everything". I really knew that if I did start to play with it, I might not want to stop, having previously experienced that with my trusty 8 Bit equipment.

But Dave, being of the persuasive type that he is, talked me into just a 'quick' bootup and then I could shut it down and put it away. As you have probably guessed, from that inauspicious beginning, it has grown on me to the point that the 520 ST now sits side by side with my 8 Bit and is used for many tasks, not the least of which is my fetish for modeming and Bulletin Boards. I still have a very long way to go, but there are a lot of excellent programs available for the ST and it is still supported rather well. Atari Corporation sure does know how to make an excellent platform. Oh yes, I never did get even with Dave for getting me hooked on the ST, but I guess I am really grateful. (I didn't have to twist his arm THAT much! DT)

As I had briefly mentioned before, I got involved with the Mid-Florida Atari Computer Club (M.F.A.C.C.) very innocently. I was invited to attend a meeting by a member named Carolyn Hoglin. Some of you may know the name from the articles that she has published in the late Antic Magazine and other newsletter publications. I attended this meeting and found many kindred spirits of the Atari world. I was rather quiet at first as I didn't want to open my mouth and show how dumb or naive I really was about computers, but these people put me at ease and included me in the meeting without making me feel like an outsider.

I joined immediately and got somewhat involved in that first year, but little did I know that I

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would become totally immersed in the Club and some of the people who have since become good friends. Finding people with a very common interest can be difficult, if not impossible, but here I was among a whole nest of them and I was as happy a computer with a brand new 100 megabyte hard drive.

As a direct result of being in the Club, I was and still am a part of the Newsletter staff. I havelearned a great deal on how a newsletter is put together and the tremendous effort and hard work that goes into it. I was elected president for three straight terms and as you read this, I have just finished that third year. The club has been the catalyst for meeting some of the finest people that I have met in many years, such as Bob Brodie of the Atari Corporation. That's an entire story in of itself and I'll cover that in the final installment of this trilogy next week. Stay tuned.....

(Editor's note: This is reprinted from Atari Explorer Online #9208. This is the second article of a three part series.)

GEMULATOR UPDATE

Press Release and Announcement
DOS compatible computer runs Atari ST software!

GEMULATOR A REALITY

Yes, it's true! Gemulator allows users to run Atari ST software on 386/486 DOS compatible computers. And it's ready to be shipped on September 12, 1992. Gemulator, which is produced by Branch Always Software, is now distributed world-wide exclusively by PMC (Purple Mountain Computers). The retail price has been reduced from $499.95 to $299.95. How were we able to do this? The Gemulator software is being offered as shareware, with a nominal shareware fee.

For the $299.95 users receive the Gemulator hardware board, TOS 2.06 ROMs pre-installed, and the shareware Gemulator software.

GEMULATOR FEATURES

Gemulator offers the following:

- ability to install up to four versions of TOS 1.0 to 2.06 at once (great for developers testing software compatibility)
- access to the STE 4096 color palette
- use of all three ST screen resolutions (on one VGA monitor)
- total compatibility, runs most major software such as:
  - Calamus
  - PageStream
  - Degas
  - Sierra graphic adventures
  - Flash
  - Sim City
  - GDOS/G+Plus
  - Tempus 2
  - HotWire
  - Warp 9
  - LDW Power
  - Word Writer
- printing from any ST program (including Calamus or PageStream)
- access to all ST disks (including TOS 1.0 and Twisted disks)
- access to hard drives
- in fact, you'll be able to share your PC's disk drives, hard drives, printer, monitor... there's no need for having duplicate equipment if you don't need it
- Windows compatible
- easy installation, all you need is a screwdriver

All of Gemulator's incredible features will be demoed by Gemulator creator Darek Mihocka at the Glendale Atarifest (September 12th and 13th).

GEMULATOR TESTED

Gemulator has been thoroughly tested on a variety of equipment including 386 machines, laptops (portable ST's are now a reality, even though Atari has stopped production of the ST portable Stacy), large screen monitors, 486 33 and 50 MHz machines, and with hundreds of software titles.

The minimum requirement is a 386 DOS compatible with 4 megabytes. On 486 machines Gemulator will emulate an ST at full speed (equal to the speed of a standard stock 1040 ST) or faster (our test computer -- a 486 33 MHz with VRAM II Ergo video card ran approximately 30% quicker than a standard 1040). On 386 machines Gemulator will emulate an ST slower than full speed; however, Warp 9 may be used to significantly boost performance. We are in the process of acquiring a 66 MHz machine for testing, but we anticipate at minimum a speed quicker than the Mega STe.

OUR GOAL

Is there a reason why we're doing this? Aside from profit, which because of our price reduction is a moot point, we do have a primary reason for offering Gemulator: to expand the Atari market. When Darek first came to us, we saw this as a perfect opportunity. We don't have to wait for Atari do their thing (advertise, expand, etc.) Now you, the user, have that power. By giving DOS clone users the opportunity to run ST software (and invest money into ST manufacturers), the ST market will expand. Money is the most

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powerful tool (money talks) and it'll be telling ST developers that the market is growing, they'll make more software, and then things will finally take off for ST users. So help us achieve our goal to expand the market, buy a Gemulator board, and get others to buy one too.

SPECIAL OFFER

If you send in your order with payment (MAKE CHECKS PAYABLE TO PMC) postmarked by September 14, 1992, you'll receive a special price of $199.95. You can also FAX your order with Visa/MasterCard number and expiration date. Either way, add $15 for Insured UPS 2nd Day Air shipping/handling (if you reside outside of the USA, call for shipping price). This price is a special offered to the hundreds of people that have already pre-ordered and has been made in dedication to their tremendous support. This special discount will also be available to users at the Glendale Atari show. After September 14, 1992, Gemulator will be available directly from PMC and at finer computer dealers near you for $299.95. Demonstration videos are available for $10, and information brochures are free.

For further information contact:
Purple Mountain Computers, Inc.
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
(206)747-1519: voice/fax
PMC.INC : GEnie
72567,302: CompuServe

Comments From Darek Mihocka

I've done a lot of optimization work on the software. The executable file is now well under 3 meg in size, so it takes up less disk space and memory. The speed is also improved. I'll be uploading the software to GEnie on 9/11/92, so you can just download it and use it with the Gemulator boards you already have. If you need one or two more boards drop by at the Glendale or WAACE shows to talk to me and I'll give you some.

The shareware price will be about $50-$70, and those users will then receive updates. I've already got a version of Gemulator that emulates 4 meg and 8 meg STs, as well as a 486 version which runs faster than the regular 386/486 version.

So, here's hoping it sells well. I had moderate success with shareware before (Quick ST and ST Xformer) so I'm going to give it one more try. The feedback I received from users at the recent Atari shows I demoed Gemulator at was that $199 was a price they liked, but $499 wasn't. So by breaking it up into two products (the $199 board and ROMs, and a $50 shareware program) the average user can make his PC into an ST for $199 or $249 with all the bells and whistles.

Fifth Grade

by Ron Bell, M.F.A.C.C.

A crash course during the summer got me through the fifth grade with a respectable rating of "satisfactory". After all, when the tests are self-generated and imposed there can hardly be a failure.

Contributing to my mental stability during this period was return of my 520ST, now a dependable fully-capable one megabyte machine. The dental bill for replacing the broken tooth was surprisingly low, thanks to the efficiency and graciousness of Orlando's finest Atari surgeon. In the near future my 800XL will request an appointment for a color restoration that has deteriorated to shades of black and white.

Speaking of megabytes, I snicker at the antics of many computer enthusiasts who madly scramble for more RAM and ever-increasing hard drive storage capability. Of course there are those who have a definite need for massive storage space and I respect that.

It compares significantly with the accumulation of massive amounts of data acquired during the past Apollo missions to our neighboring moon. Most of this information is stored somewhere in memory banks and due to time and man's ignorance will remain there simply because the medium used for storage is no longer available.

The characters who amuse me are those who gather programs of every conceivable category, storing them on the shelves of their hard drives to be occasionally dusted off during routine maintenance procedures. Yes, many of these tucked away gems are collector's items to be proudly exhibited to guests and out-of-town relatives whom they wish to impress with their extensive library but I view such persons as computer pack rats.

Of course I'm still in elementary school and not familiar with the psychological drives and impulses of such persons. Perhaps if ever I get through high school I'll become one. I must, however, thank one of those rats who supplied me with ST versions of the only two

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games I've consistently enjoyed during my 800XL days. Both are simulations, realistic and challenging, far removed from the shootemup-killumdead games that depend more on manual dexterity with mouse or joystick than expenditure of serious thought.

Nintendo, Lynx and all the other cartridge-dependent machines provide the ultimate in entertainment for those satisfied with non-productive programs that require no keyboard for manipulation.

I do appreciate the time and effort that many programmers have expended to produce literally thousands of graphic pictures, some of which, if produced on canvas, would be worthy of display in fine art museums. Others, once viewed, are destined for storage somewhere in the memory maze of a hard drive never again to be recalled for viewing on a monitor screen except to demonstrate to neophytes the amazing definition possible using the latest technology.

This educational excursion into the ST environment reenforces the maxim, "the more we know the more we discover there is more to know". For one about to enter a sixth grade level of ST computerese the problems seem insurmountable. It is likely that I will join the vast community of dropouts who find this fascinating field just a wee bit beyond both their mental and economic capability.

"Someday, somewhere, when (I) least expect it, someone will come up to (me) and say..." Smile, you are a computer addict.

(Editor's note: Ron Bell is making slow, but steady progress, through school. Soon, however, he will be going to the more advanced grades and hewill have start really studing and maybe buying the teacher an apple.)

CAROLYN'S ORNER

By Carolyn Hoglin, Orlando FL.

Did you miss me last month? My husband and I were on a month-long vacation with our Airstream trailer, but we got home just before the Atari withdrawal symptoms were getting serious.

It has come to my attention that lots of folks use their computers to write letters, but then address the envelopes on a typewriter or even write them out with a pen. It's not that much trouble to do it all on the computer. If using AtariWriter Plus, here's one way to do it:

For a standard business envelope, create a new file. On the Edit Screen, make these entries:

[L]35 [R]79 [T]24 [B]0 [Y]48[RET]

The letters in brackets indicate [CTRL-L], [CTRL-R], etc., and the values are assuming Pica pitch. Save the file as BUSLTR.FRM.

Next time you type a letter, go to the bottom of the file [SELECT-B] and type [CTRL-E]. This will effect a page break. Then type [OPTION-L] to load the file BUSLTR.FRM created earlier. Now type the name and address for the envelope. (If you have already typed an inside address in the letter, you may copy it as a block instead of typing it again.)

On the Global Format screen set Page Wait to 1 and reSAVE the file. Now when you print your letter, there will be a pause between the pages and you can insert your envelope into the printer at the appropriate time. If you use different sizes of envelopes, you can create individual formats using different margin settings. You can store each format in a separate file, to be loaded following the last page of your letter.

Did I hear someone say he doesn't remember how to do a block copy? Well, it's not at all complicated. Just place the cursor on the first character of the text to be copied and press [OPTION-B]. Now place the cursor on the character following the last one in the text to be copied and press [OPTION-E]. This marks the Beginning and End of the text, which will now be highlighted. Finally, place the cursor where you want a copy of the text to appear and press [OPTION-X]. Voila! There you have it. This text will stay in the buffer until replaced, so you may make as many copies of it as you like. You may even copy it to another bank or to another file.

If you want to MOVE the text instead of COPY it, the procedure is similar. You use [OPTION-B] at the beginning, but [OPTION-DEL] at the end. After you confirm that you really do want to delete the block, the text will disappear. It is in the buffer, of course, so may be inserted again where, and as often as, desired with [OPTION-X].

Another hint: In many cases the printing of an envelope will be facilitated if you open the flap before inserting the envelope into the printer. Interestingly enough, I find that my 9-pin printer does a better job addressing envelopes than does my 24-pin, which for some reason invariably leaves smears around the address no matter how I set the print gap.

Well, that's it for this month.

COMPUTERS, LUCK AND OTHER THINGS

By Bob Smith

In the years that I have become addicted to those all consuming and at the same time wonderful Atari computers, little changes have taken place. These changes include a: growing stoop shouldered, b: turning very pale, c: a dramatic increase of my clumsiness, etc. With that, I set out to find out why. I quickly came to the conclusion that there were outside forces at work and while most of the changes in my life were attributable to a: poor seating at the computer console, b: no sunlight, the third reason completely escaped my extensive detection. My clumsiness was a very real symptom and I just had to find out why.

One day, I was talking to several computer engineer friends of mine and the discussion was concerning this mutual affliction that we all seem to have. It amazed me that clumsiness was so wide spread among the computer fraternity and there seemed to be no explanation. From those discussions, I started to feel that outside influences were at work here and perhaps they were governed by a separate set of rules and laws. I decided to proceed along that direction and see if I could uncover these "laws" or at the very minimum find a cause to my problem.

At this point, let me relate a typical instance.... I could be in the middle of using my favorite Atari word processor and be merrily tooling along, writing this very lengthy paper and be well into it and suddenly everything goes blank. Normally, you would chalk this up to a onetime occurrence and let it go at that. Now in my situation, this has happened on several occasions. Another instance might be when I have had floppies to move from one side of the table to the other. Normally, I wait to move several at a time, but I have waited until the pile was fairly large and sure enough, as soon as I had picked up those 3 1/2 plastic jacketed floppies, away they went in all directions.

There had to be a connection between these and other unnatural happenings. What could it be? About the time that I was considering this, a friend Of mine, who is a locally recognized Sysop, happened to mention that he had suffered from a "Murphy's Law". Suddenly in my mind, the lights went on, trumpets sounded and an angelic look swept over my face. I politely said thank you to him and proceeded to hurry home. The answer was in front of me all of the time and I didn't see it.

I proceeded to get into some very heavy research to the exclusion of almost everything else,not counting my computers of course, but many other things. Anyway, this research did not resolve the problems, but did provide me with the 'Laws' as to why these occurrences were happening. I will share these 'Laws' with you so that you too won't stay awake nights wondering why these things are happening.

The all important 'Laws' are laid out in no particular order and you will have to read all of them to find your specific 'Law'.

1- No good deed goes unpunished.
2- Leak proof seals - will.
3- Self starters will not.
4- Interchangable parts - won't.
5- There is always one more bug.
6- Nature is a Mother.
7- If you're feeling good, don't worry, you'll get over it.
8- All warranties expire upon payment of the invoice.
9- Where you stand on an issue depends on where you sit.
10- If you try and please everybody, nobody will like it.
11- A short cut is the longest distance between two points.
12- You will always find something in the last place you look.
13- Anything that can go wrong will. (Most famous one)
14- Every solution breeds new problems.
15- It is impossible to make anything foolproof, because fools are so ingenious.
16- An ounce of image is worth a pound of performance.
17- You will remember that you forgot to take out the trash when the garbage truck is two doors away.
18- When in doubt, mumble. When in trouble, delegate.
19- Nature always sides with the hidden flaw.
20- Murphy was an optimist.
21- A bird in hand is safer than one overhead.
22- To know yourself is the ultimate form of aggression.
23- Anything you try to fix will take longer and cost more than you thought.
24- If you fool around with a thing for very long you will screw it up.
25- A $500 computer will protect a .10 fuse by blowing first.
26- If it jams - force it. If it breaks, it needed replacing anyway.
27- Any tool dropped while repairing a car will roll underneath to the exact center.
28- The repairman will never have seen a computer quite like yours before.
29- When a broken computer is demonstrated for the repairman, it will work perfectly.
30- If everything seems to be going well, you obviously don't know what is going on.

My research has produced more 'Laws' but the previous list should give you a fairly good place to start your own research. Now if I can only figure out a way to stop spilling my coffee on the keyboard.

(Editor's note: This is reprinted from Atari Explorer Online Magazine #9212.)

ATARI ST IN AN IBM CASE

A Lion in Sheeps Clothing, An Atari ST in an IBM housing

By Jon Clarke, Z*Net Pacific

I have over the last few months seen many references to whether or not you can put a 520 or a 1040ST in an IBM housing, and to say the least some of the mail I have been reading is down right comical. The best saying on this subject was quoted to me by a friend of mine who was given an IBM AT, and when I visited him last he had all his Atari ST equipment neatly installed and for all I knew it was an IBM until desktop arrived. He said to me very seriously "IBM makes one heck of a housing, a bit of a shame about the mother-board, so I upgraded it to an Atari ST!" Well what could I say, I had done the same thing several months before, so I knew the headaches he had been through. In his case he had it configured as a Tower unit, hmm that was even more work than normally required.

I would like to set the record straight right here and now. 'YES', you can put a 520ST and 1040ST and just about any type of computer including your 8 bit Atari's in another type of housing. While in some cases it is not an easy job, I hope to outline what you need to do in this article.

The most important thing to do is a little planning, and to fully understand what you wish to do with this project, for instance..

* Do you want a second or third disk drive, 3 1/2" or 5 1/4" or both?
* Do you want to include a hard disk drive, controller, and host adaptor?
* Do you want to upgrade your on-board RAM at all?
* Do you want to upgrade your TOS version at the same time, or do you want to keep your old TOS as well and make them switchable?
* Do you want to install a "ROM" drive, in your Cart port?
* Do you want to delay the ST from booting so it may auto-boot your HD?
* Do you want to switch the power on and off from the front panel?
* Do you want a reset button on the front panel?
* Do you want to switch Monitors from your Housing or just plug them in and out each time?
* Do you want to be able to select which floppy drive is in drive A & B configuration, and be able to select what side to write to?
* Do you want to be able to Write Protect your Hard disks with Hardware?
* Do you want to use your cart port for things like Spectre, Replay?
* Do you want to mount your modem inside the housing?
* Do you want to run all the equipment from an IBM power supply?
* Do you want to use Midi?
* Do you want to use your centronics port?
* Do you want to use an IBM or 101 type keyboard, with your joystick and mouse ports?
* How big do you want the housing to be, and will it sit flat or vertical?
* How much money do you want to spend?

Planning is the answer, if I had taken a few minutes to decide what I wanted to do and made a "shopping list", I would not have spent all the extra time repositioning all the drives to fit something else into the case, each time I decided to change my mind on some little thing.

So first things first, make a "shopping list" of "wants", by this I mean if you want to do something you have to go out and get it for the RIGHT price. To complete this project it cost me about $200, by the time I got a housing, 150watt power supply, a 5 1/4" disk drive, 2 NEC 3 1/4" disk drives, new 25 pin ribbon connectors, new 9 pin ribbon connectors, 120 megs of hard disks, a controller, and Host adaptor, ROM card for the Cart port, and connecting wire. The secret to all of this is, when you have made your "shopping list" you then know what you want to do, now all you have to find out is what will do what you want (how's that for double talk), and when you find that out, you can go fore-armed to your dealer/computer repairman, or computer auction/junk sale and ask for what you want at YOUR price. If you are prepared to wait, you will get the right price. I found the best source for hard disks is from your repairman, from most Systems Managers. They have them lying around in a so called "dead" state. Did you know that of all the dead drives I have ever received only 2 of them have been dead! So offer to take them off their hands with a small donation to their staff social fund ie $10, or go buy your service man a beer or two, it works!

Last but not least, Computer auctions are an amazingly cheap source of everything, the last one I was at, I spent about $300 and got 14 40 meg Hard disks, 3 NEC 1036 3 1/4" drives, a Teac FD-55GFV 5 1/4", 2 IBM 150 watt supplies, a colour TV and heaps more, so remember to look in the newspaper for sources for your "shopping list".

Now that you have decided you want to continue with transplanting your ST into an IBM case what will do what, for me? I hope this little list will help you in your search...

Disk Drives Floppy:
3 1/2"

* You can use your Atari drive if you want.
* NEC 1036 a double sided 720k drive.
* Matsushita model JU-253.

NB: These I have found the best, as no extra buffering or the likes is required.

5 1/4"

* The commercial one you may already have.
* TEAC FD-55GFV

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* TEAC FD-55G

NB: These I have found the best, as no extra buffering or the likes is required.

ROM Drives:

These are available in many forms, all you need to do is get a cart board and blow your own eproms with your favorite programs in there, and map it to a drive. Cost anywhere from $12 to $36 not including the eproms.

Hard Disks/Controllers/Host Adaptors:

This is an 100 page article in itself. You can use your existing hard drive/controller/host adaptor, or look in most mags for adverts on kit sets for these like the Supra or Triangle Kits, and the list goes on. In my case a group of us down here are using an other type of Host adaptor, which will emulate the "IBM Motherboard Slot" and is real cheap to build or buy, along with this we can use most IBM 1/2 card/ controllers but I prefer the Omiti 5520 or 5527 for it's speed, this means you can get controller cards from as little as $15 in the local repair shops "Junk Bin". Hard disks, well this is up to you, what size, how many etc, what brand. Remember in the IBM housing you have lots of room to play with, and the limit is that of your pocket book and piece of mind.

Types of IBM Housings/power supplies:

Look around in many cases you can buy an IBM/clone housing for about $70 with a 150 watt power supply already installed, wow that is like being 1/2 way there. Make sure you have a control panel on the front of the housing for, say switching the reset button, turning the computer on and off, switching between TOS's, turning your ROM drive on and off, for drive select A&B, or what ever you have decided to do. Now if you have a 150 watt supply you can feed the following with the supply and you will no longer need the Atari supplies..

a. Your ST
b. Your disk drive(s)
c. Your modem (in most cases)
d. Your Hard disk(s) and controller(s)/host adaptor(s)

Last but not least make sure you can fit your ST mother-board into the housing with a little room to spare. How do you do this? Simple, flop your ST over so the keyboard is face down on a towel and measure the 4 sides of your ST, that is the smallest your case can be, ie an IBM PS2 model 30 sized case. I have not given any measurements here because strangely enough the sizes vary from model to model. If you wish to use your cart port, measure how long your longest cart is and add about 1 1/2" and make sure the housing is at least that high.

Upgrade your RAM/TOS:

Again this is up to you how you go about it, if you are into D.I.Y (DO IT YOURSELF), look in "Computer Shopper" for cheap ram chips, it costs about $150 to upgrade my 520 to 2.5 megs. Again you can look in most mags for companies who will either sell you a kit to do it or they may do it for you. If you get a company to do it, wait until the guarantee has expired before doing this mod, so you have piece of mind. Remember if you have TOS 1.1 and you do, do a 2.5 meg upgrade do not "PANIC" if the computer appears dead for about a minute when you boot it up, it is merely clearing ram and appears to take forever to compare the 512k or 1024k ram you had before. It was at this stage I bought "Rainbow TOS".

Another source of amusement to me has been the comments re-switching TOS, on Fnet I received last week, one fellow was so sure it could not be done, well again to set the record straight it CAN be done.

However, you will be required to re-burn your existing TOS sets into an eprom, and switch between the banks on these eproms, thus you will need a switch on the front panel to do this. The only real advantages of this are..

* If you want to play games, not all games work with TOS 1.4/Rainbow.
* Are programing, and want to be compatible with all ST's (like the 8 bit TRANSLATOR disk)
* Faster boot up, with larger memory.
* MS-DOS compatible disk formats.
* Just want to be trendy!

Please note this will void any warranty given by the "Atari" for your TOS, and will breach a copyright if sold!!!

Monitor Switching:

If you are lucky enough to have 2 monitors a colour and monochrome monitor, you can do a few things and here the choice again is yours.

a. Use a monitor switch box ie "Monitor Master", and mount it either on the back panel of the IBM housing or feed to the outside of the case and use it as you already do.

b. Buy a Sony/Atari 13 pin monitor plug (male) and make a cable to run from the monitor to the rear of the IBM housing about 10 " long.

Now make a decision! Do you want to remain Atari standard or do your own thing with attaching your monitor(s) to the housing? If you wish to remain standard you will have to source 2 female 13 pin Sony/Atari 13 pin sockets and mount them on the rear panel, or get 2 D9 female plugs and mount them on the rear panel, either way it doesn't matter. Now one is for colour and the other is for mono.

Take a line from pin 4 on the ST end of your cable and take it to a SPST switch, connect it though this to pin 4 onto the female plug you have called "Mono Monitor". Other than this line take all the other connections BAR pin 2 to your female connectors. Connect 2 "RCA" female sockets on the rear of the housing calling one of them "AUDIO" and the other "VIDEO". Now take pin 1 from the ST end of your cable to the center of the female RCA socket marked "AUDIO" and pin 2 from the ST end of the cable to the

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female RCA socket marked "VIDEO". Strap both of the earth connectors to either pin 13 or a common EARTH you have already set up. (please note on some early versions of the ST pins 2 and 8 were reversed, my 520ST is a 1985 vintage and pin 2 is video). This has now given you an outlet to feed to your VCR and your Stereo/Music center.

To select your Mono monitor simply switch pin 4 on and off, that is the pin that goes to the SPST switch, it switches the mono detect line, and will reboot your ST.

NB:- I have not done any diagrams as pin selection is mentioned in Your Atari Handbook. Also if you do not have a modulator on ST you can simply go and get one from Radio Shack that only requires Video/Audio in and 12volt and there you have one, or you can connect up a video transmitter and send the ST to any TV in your house.

The CARTRIDGE PORT:

This part is somewhat difficult, all you have to do is one of three things.

1. Do not use your cart port
2. Make a right angle adaptor so you may plug in any cart, and mount it on the side of the Housing. (The easiest to do!)
3. Remount the cart port from horizontal to vertical, this sounds easy but it is harder than it looks. Now all the carts merely connect by plugging straight in "snap".

Mounting the ST Mother Board:

I found the easiest way to do this is to make up two alloy plates, one mounted under the mother board, and one over the top of the mother board. I used HEX standoff bolts to mount the plates and the mother board on so there was enough of an air gap, between all of them. I painted the Alloy plates Black so they would also absorb the heat. Use the mount holes on your ST to mark out the Alloy plates, this makes a template of where to drill the IMB case and the alloy plates, so they marry up with your ST mother-board..

Now a few tips..

* Leave the Joy stick/Mouse ports on your ST mother board.
* Drill a hole over the GLUE chip, for those of you with the old problem with the "Glue chip" this will save you stripping your case to re-seat this little beasty. With a hole over it you can use a pencil to do the same thing. (Drill the hole in the TOP Alloy Plate)
* Mount your Floppy drives,Hard disks,etc on top of the top Alloy plate thus allowing for a good mounting surface for all the other equipment you wish to install. (Floppy and Hard drives should line up with the holes in the front of the IBM housing)
* Take the look at where your keyboard plugs into your mother board (this is the Hard bit :-) you only need to take 5 of these to your keyboard, if you choose to mount your joystick/mouse ports on your new keyboard. This can be done by getting a 5 pin din socket and mounting it on the rear of your IBM case. Take the 5 wires to here and on the other end have a male 5 pin Din plug going to either..
  1. Your old ST housing
  2. Your new 101 type keyboard.

If you are going to use a 101 type keyboard remember this..

1. You will have to remount the Keyboard processor.
2. You will have to re-matrix the keyboard.

If you are going to use your old ST case (the easiest way of doing it), you will have to put in 2 D9 male sockets, one for the Mouse and the other for the joystick. It becomes a birds nest of wiring so do not do this "Like a bull in a china shop."

Well now you have done most of transplant you are ready to boot it up and have a full blown IBM/CLONE look alike but with the RIGHT MOTOR, an ATARI ST. This project is an on going thing, as you will find that you will want to add bits and pieces here and there, and make it a little more friendly with bells & whistles, for instances LEDs on all the Hard disks, leds that indicate Formatting, a Track indicator for the floppies and the list goes on, now you have the room to play in, and the Lion is no longer in Sheeps Clothing!

YOU SHOULD NOT ATTEMPT ANY OF THE ABOVE UNLESS YOU FEEL YOU HAVE THE TECHNICAL KNOWLEDGE TO COMPLETE THE TASK, AND THIS WILL SURELY VOID ALL WARRANTIES ON ALL EQUIPMENT USED.

The Bottom Line:- Nothing is impossible, it just takes a little longer!

(Editor's note: This fine article is reprinted from Atari Explorer Online Magazine, #9213.)

Tech Tip

Do you move data between your ST and an IBM compatible computer? This has been very easy to do since TOS 1.4, however, if you use an ST virus killer the PC will not be able to read your ST disk. There is nothing wrong with the disk, the virus killer zeros out the BOOT sector to eradicate any suspected virus since that area is unused by the Atari except for some commercial game disks. The problem is the PC uses the BOOT sector and will not read a disk that has been inoculated. If you really want to be safe, go ahead and run your virus killer, then use the DC Format program to re-write the IBM BOOT info. Happy Computing...

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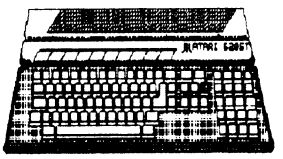

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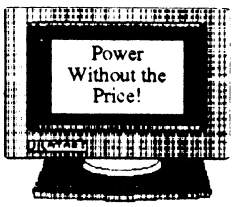

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